

FIG. 1

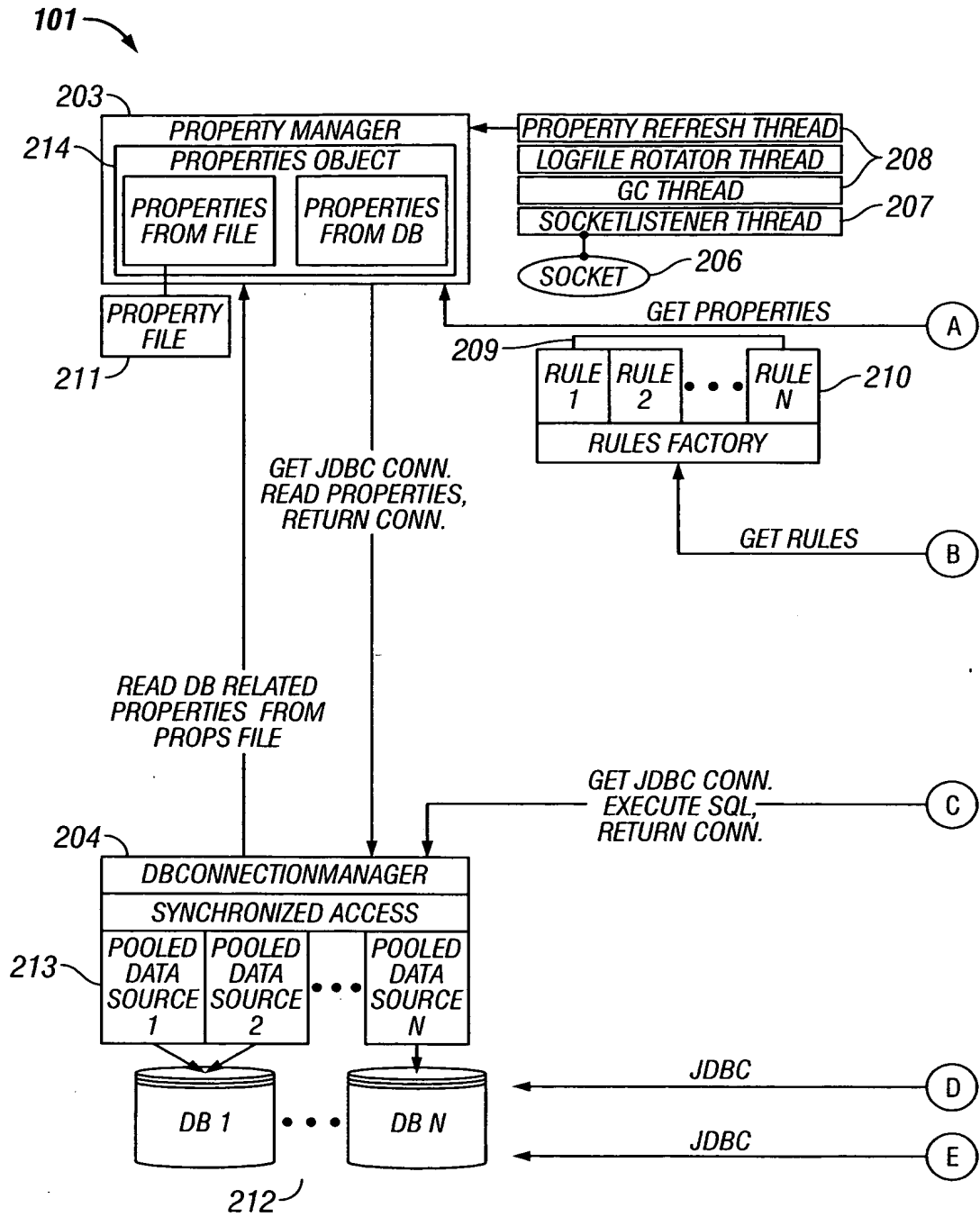
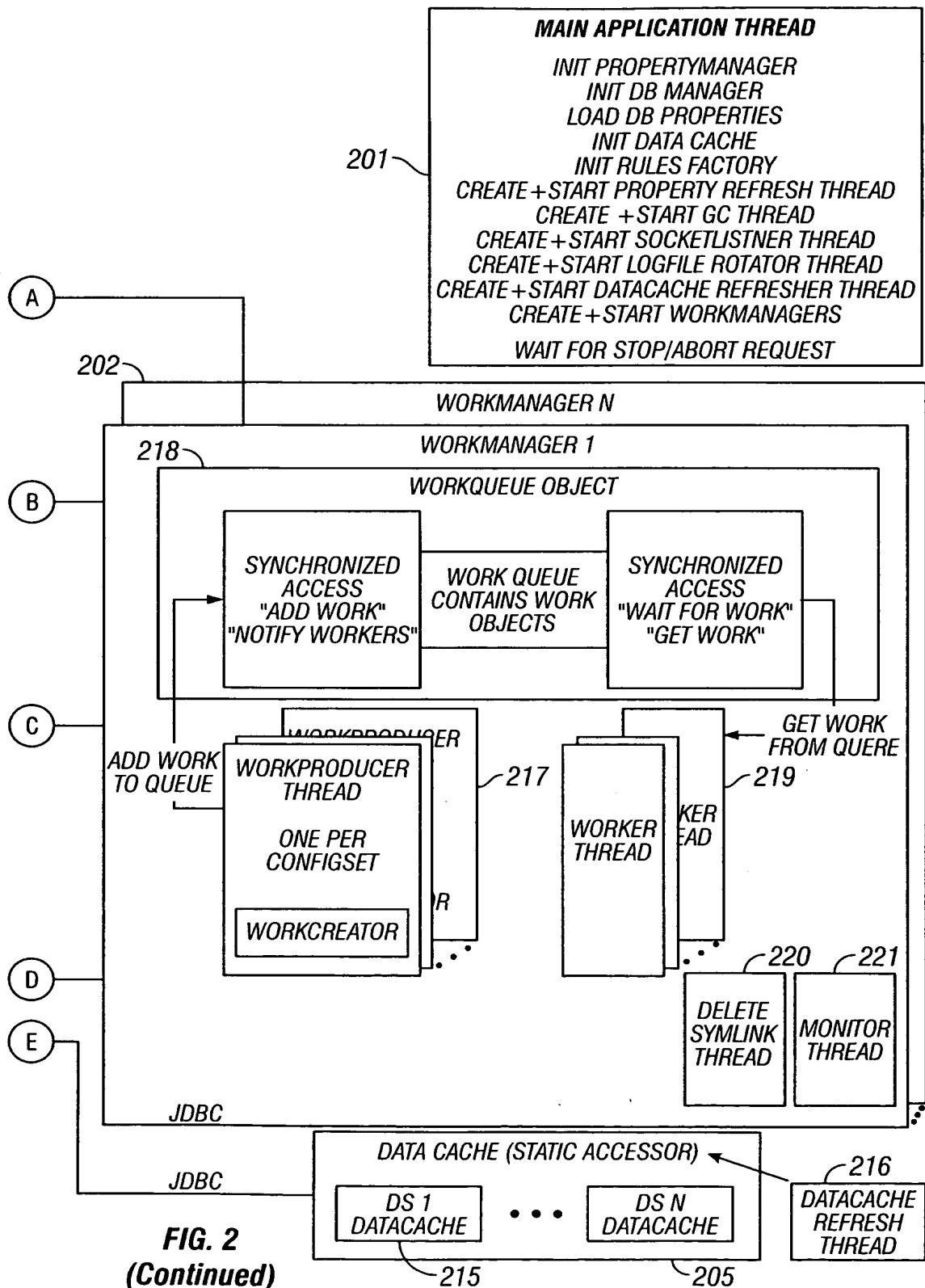
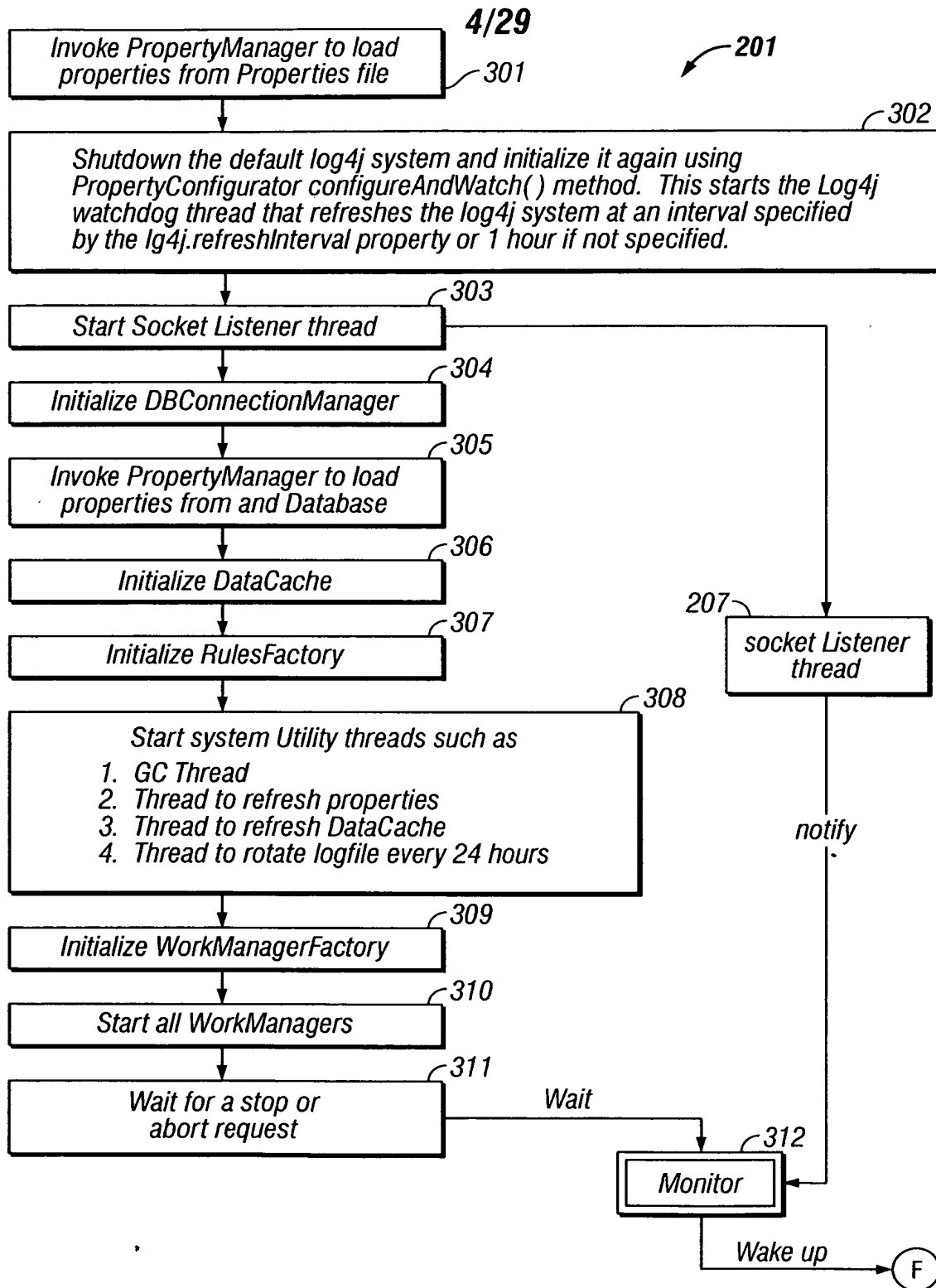
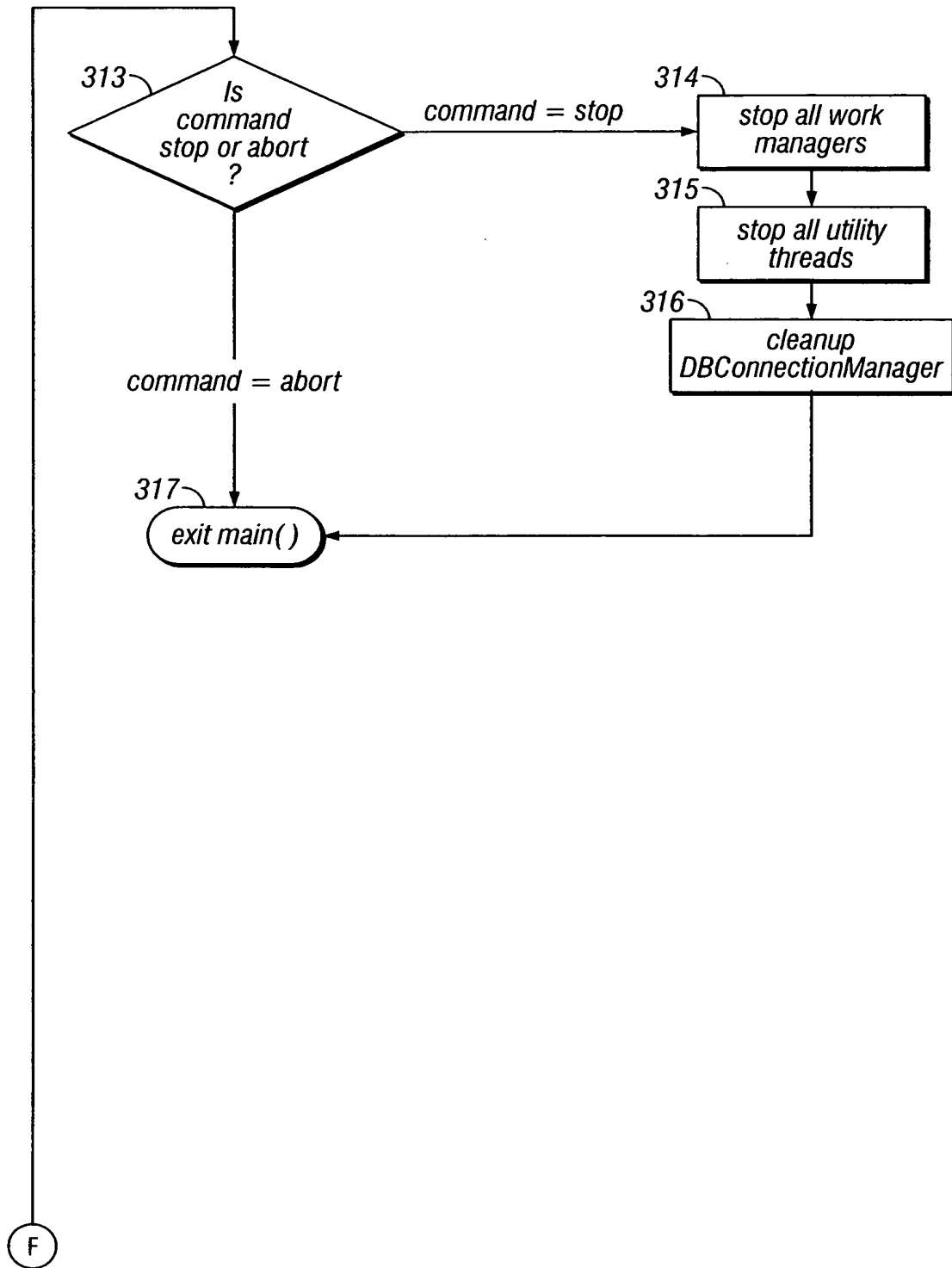


FIG. 2





**FIG. 3**



**FIG. 3**  
**(Continued)**

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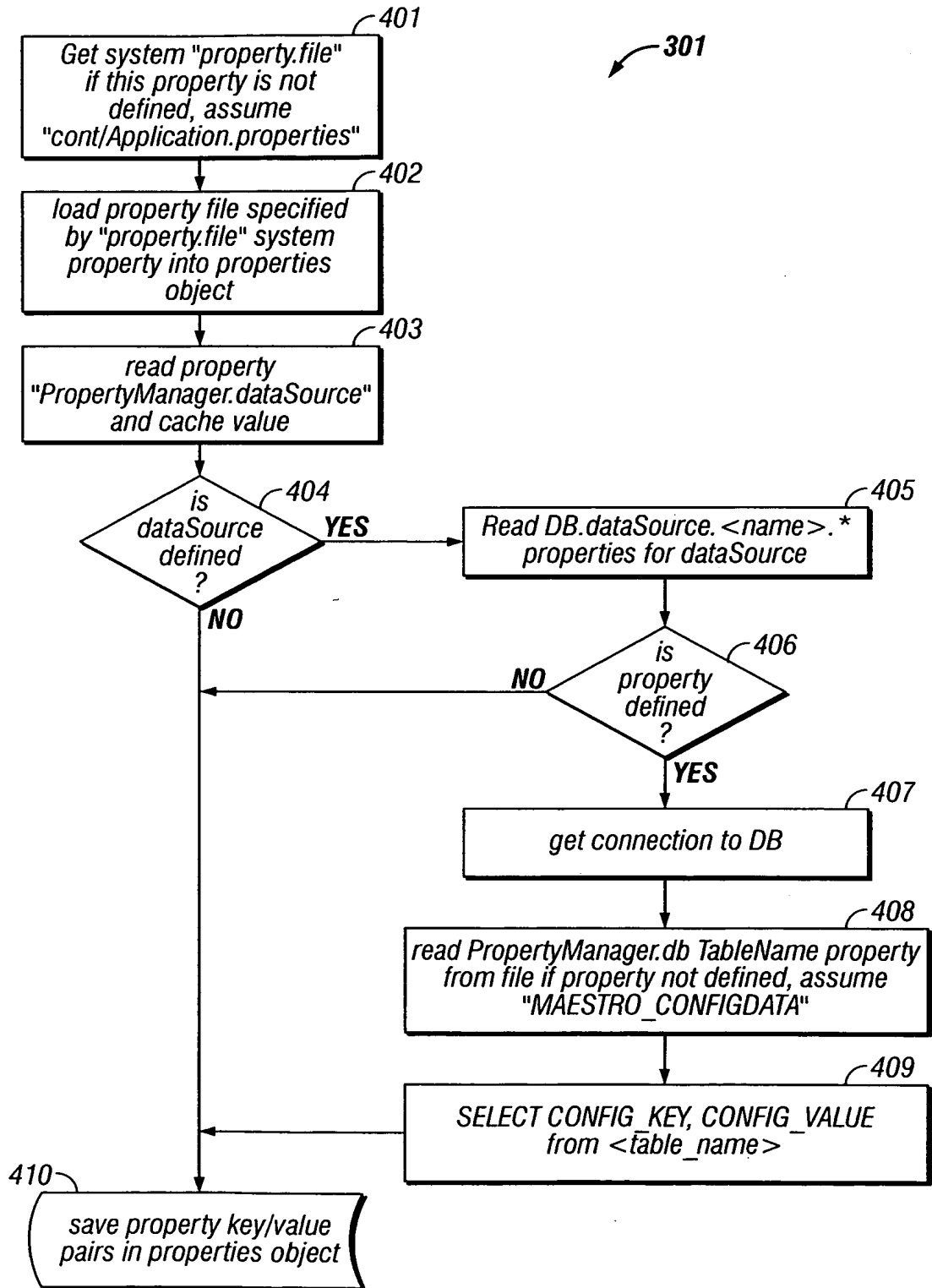


FIG. 4

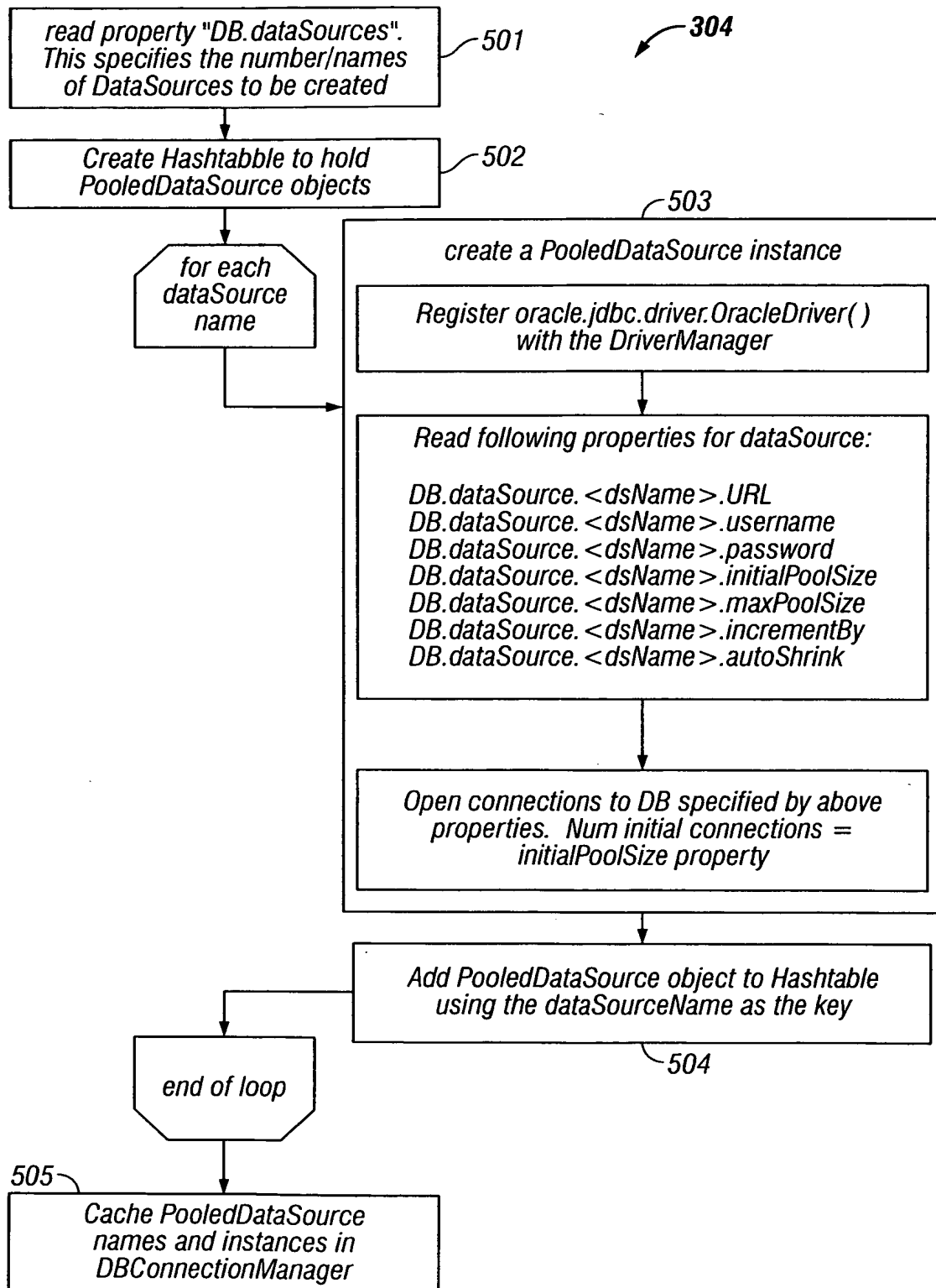


FIG. 5

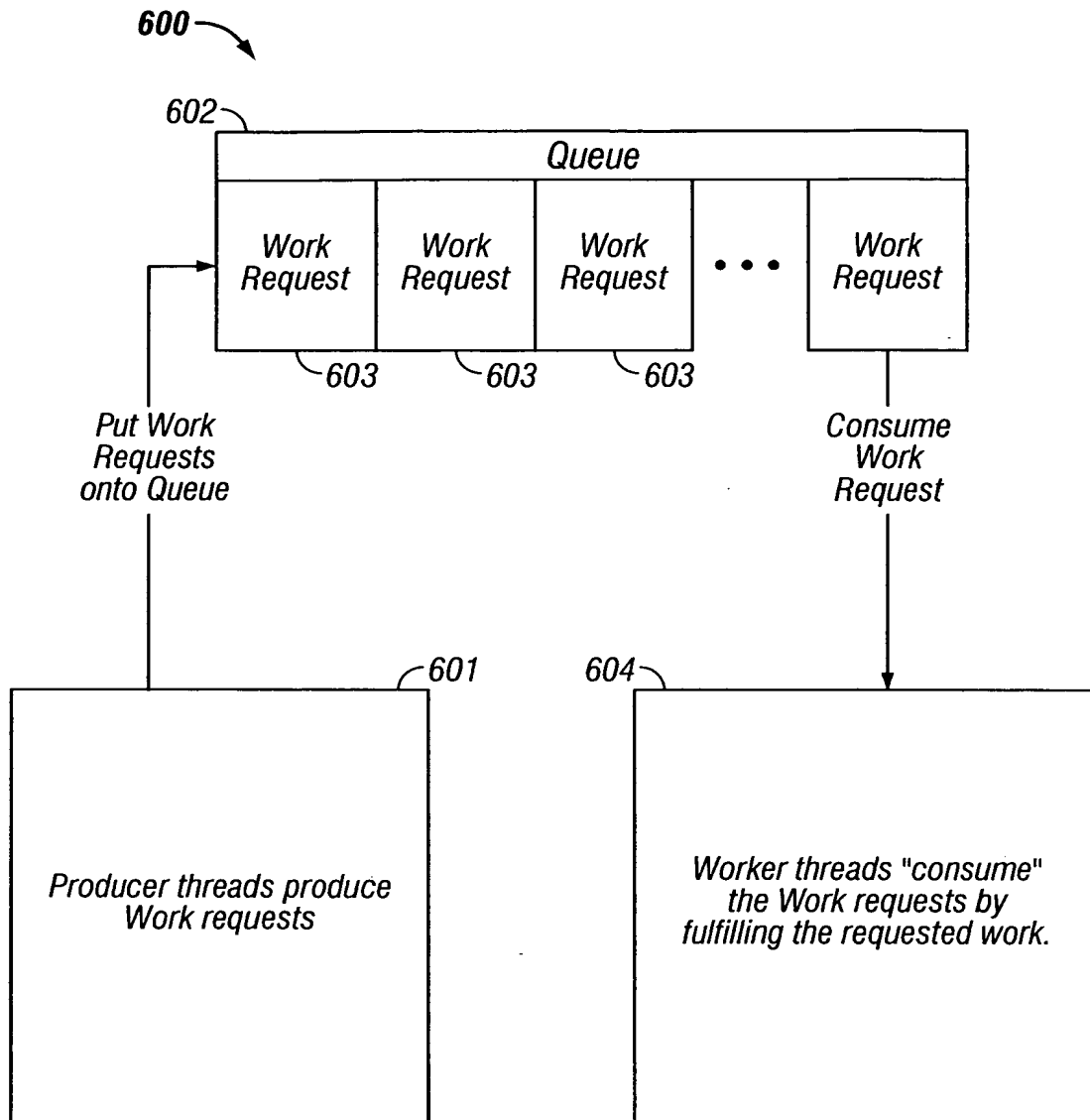
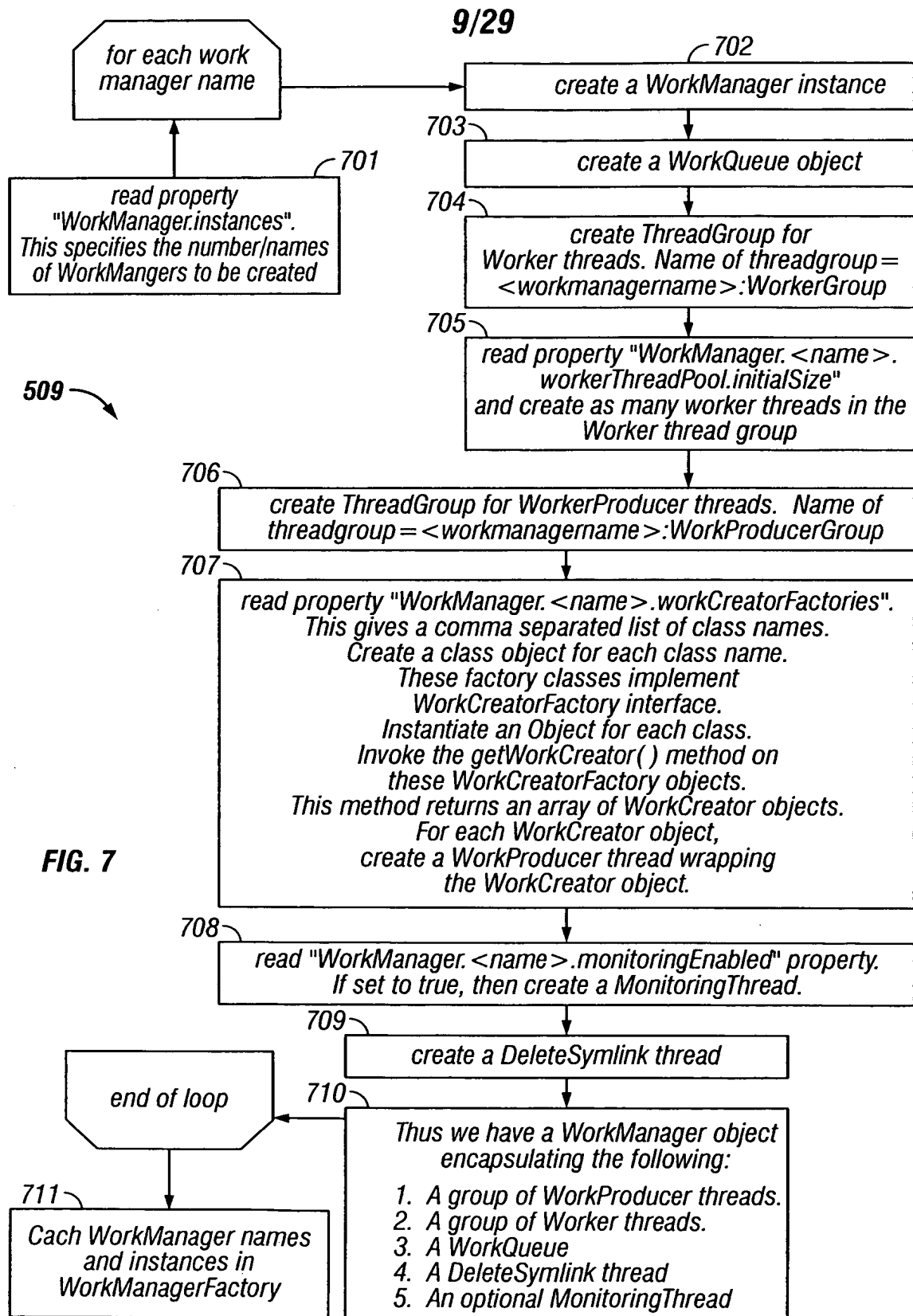


FIG. 6





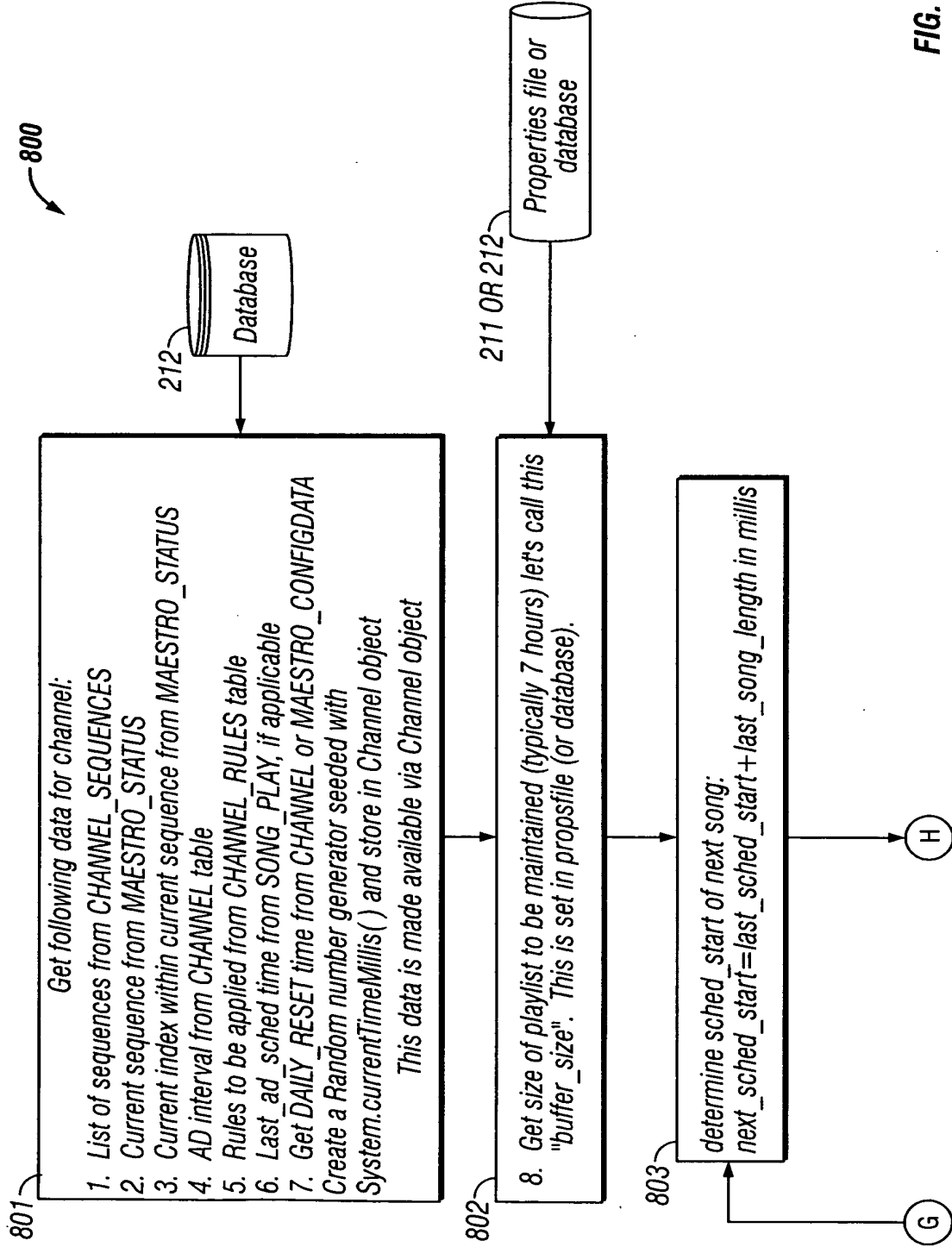
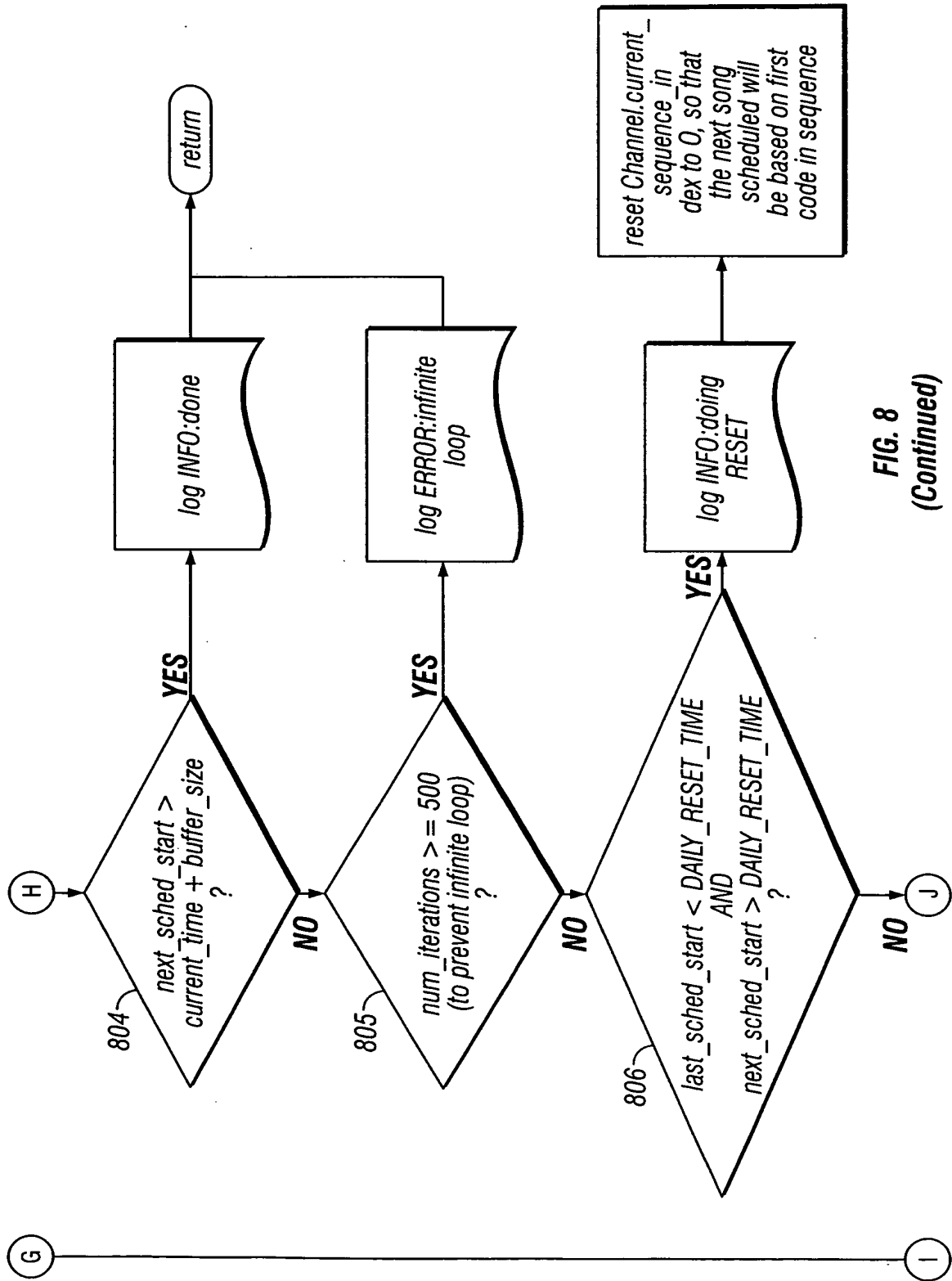
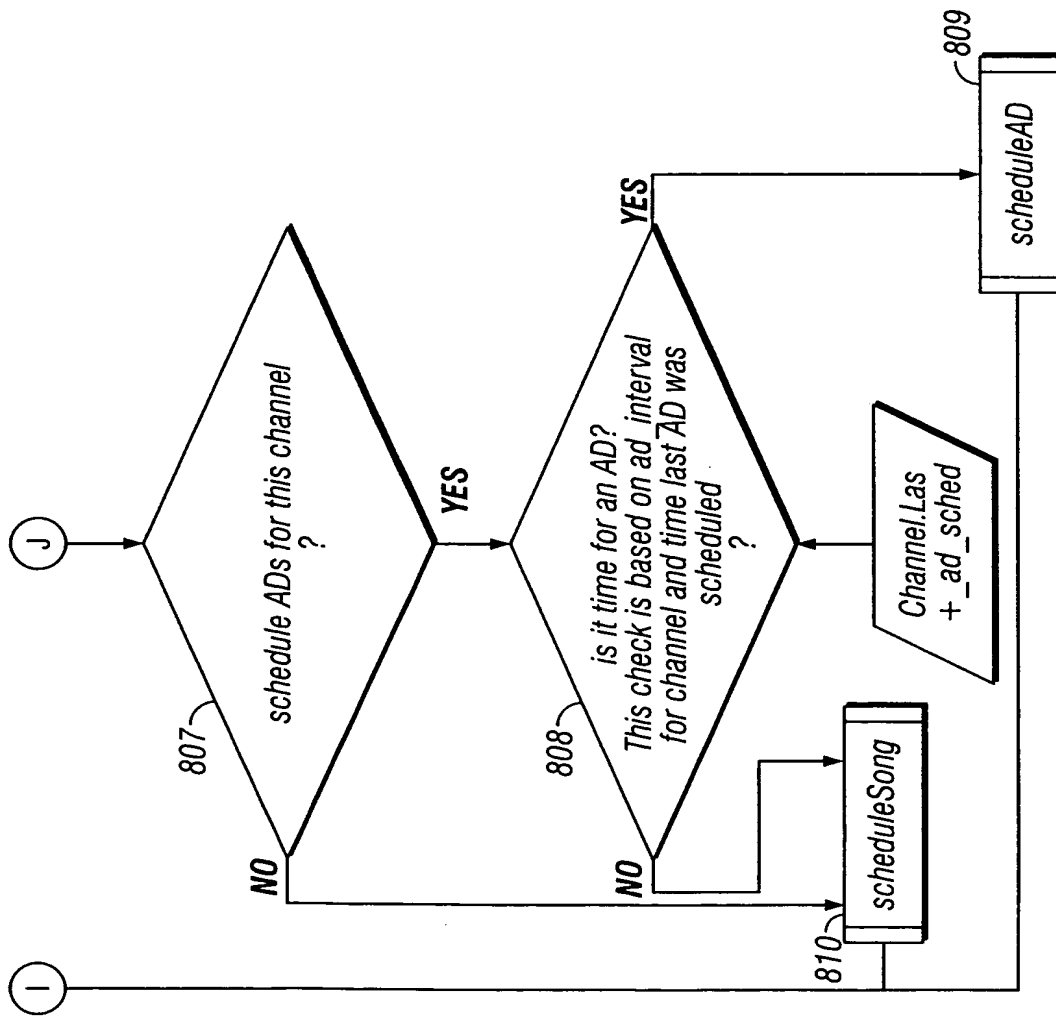


FIG. 8

**FIG. 8**  
(Continued)



**FIG. 8**  
(Continued)

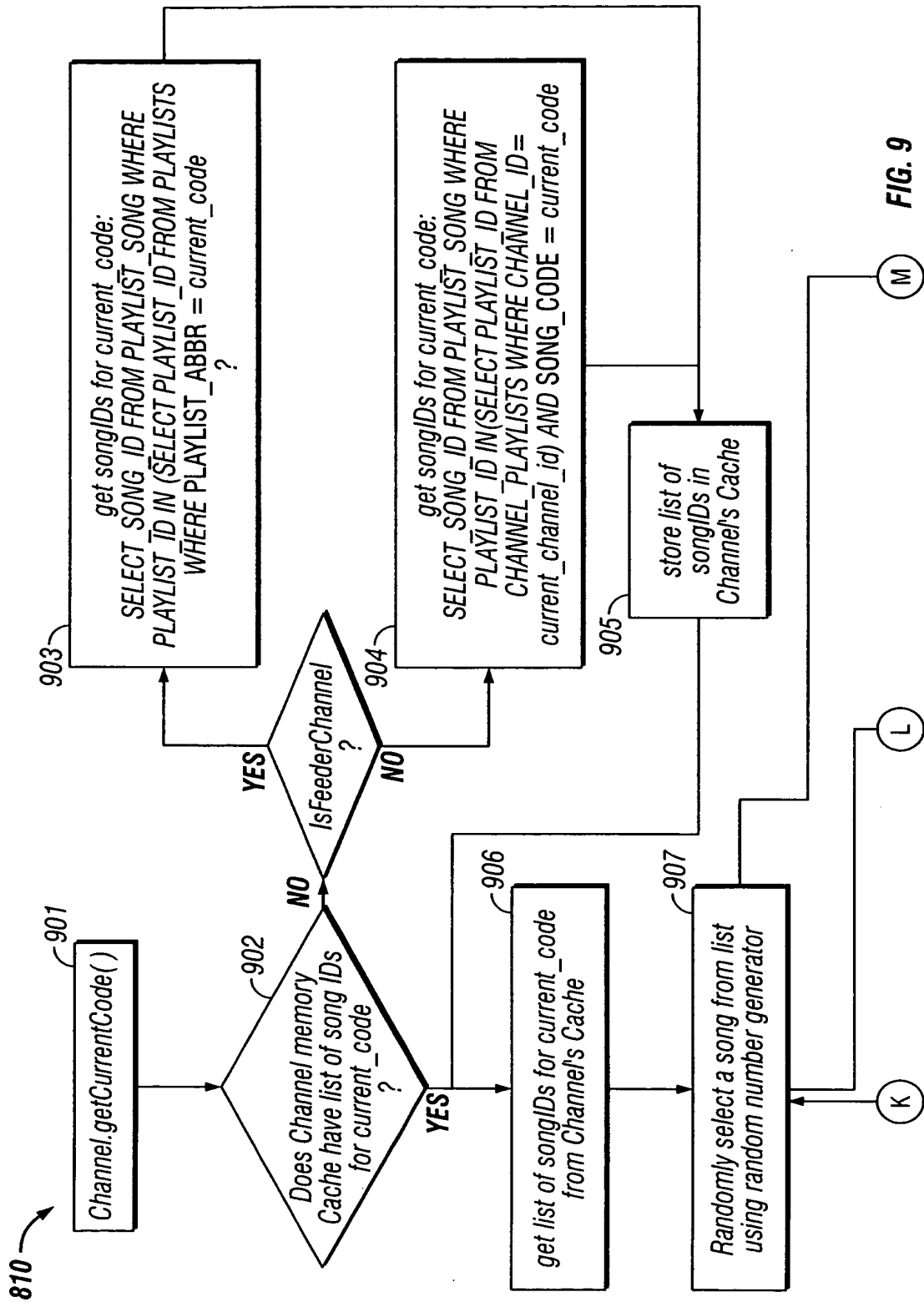


FIG. 9



**FIG. 9**  
**(Continue)**

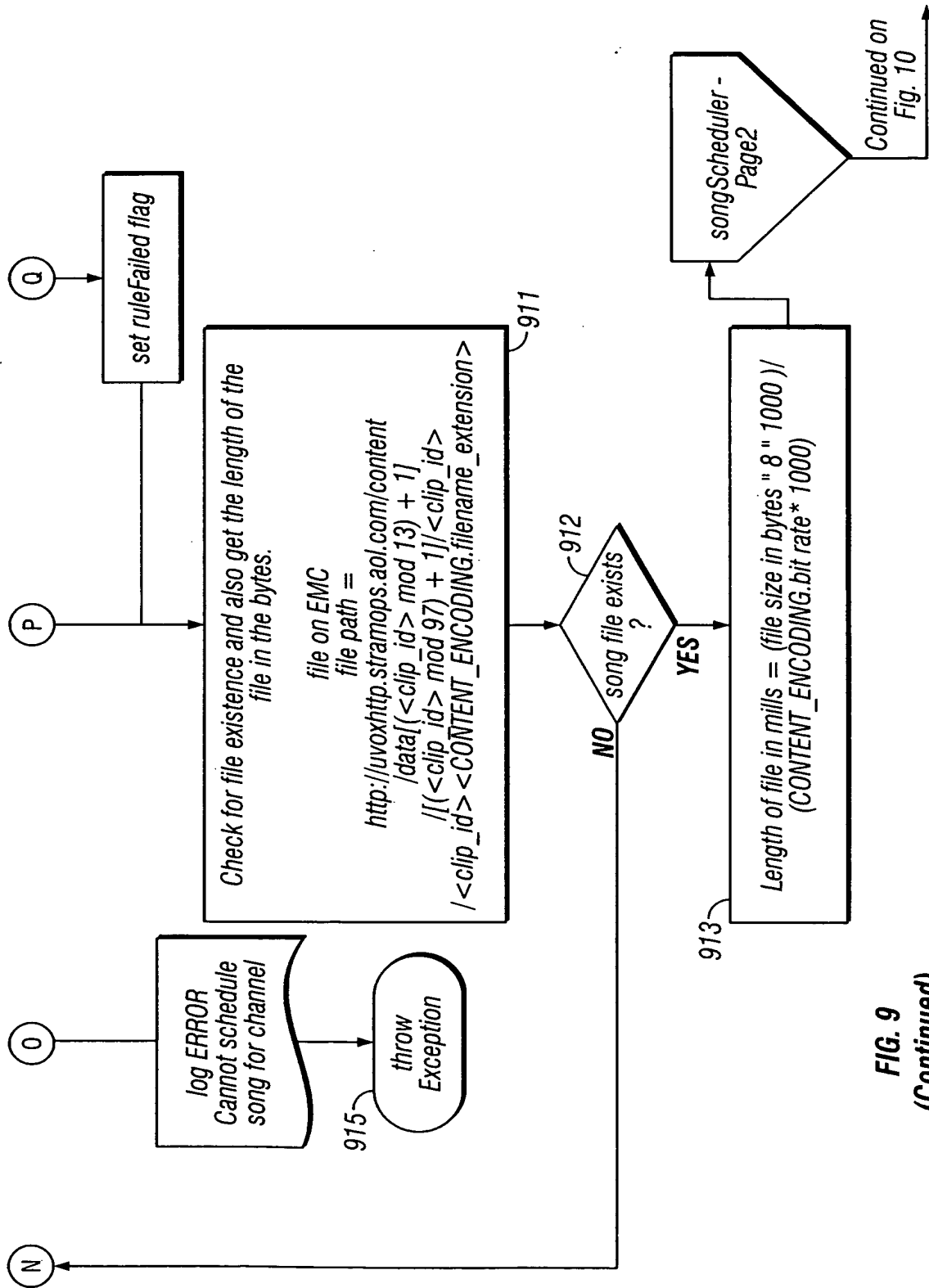
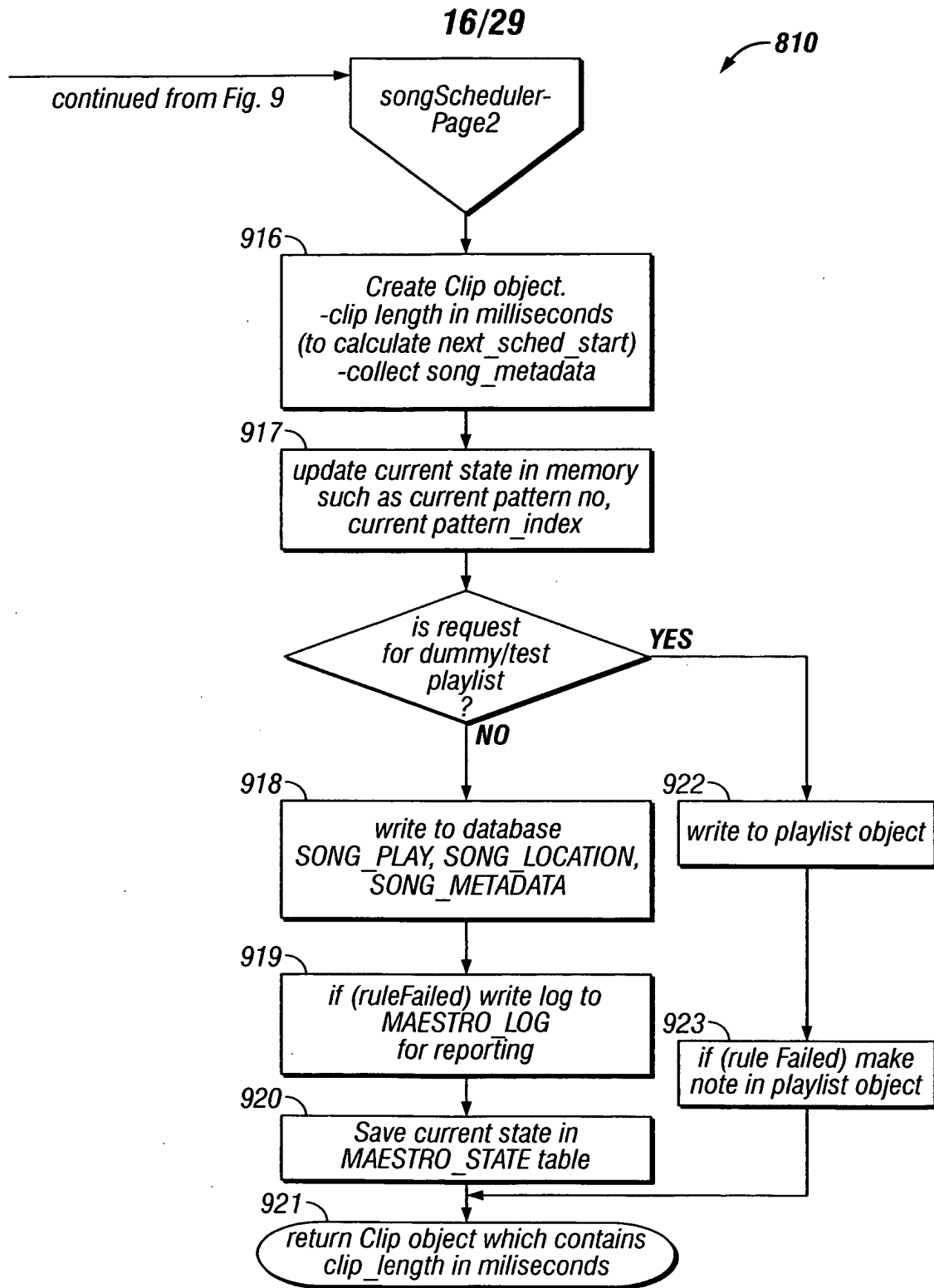


FIG. 9  
(Continued)



**FIG. 10**



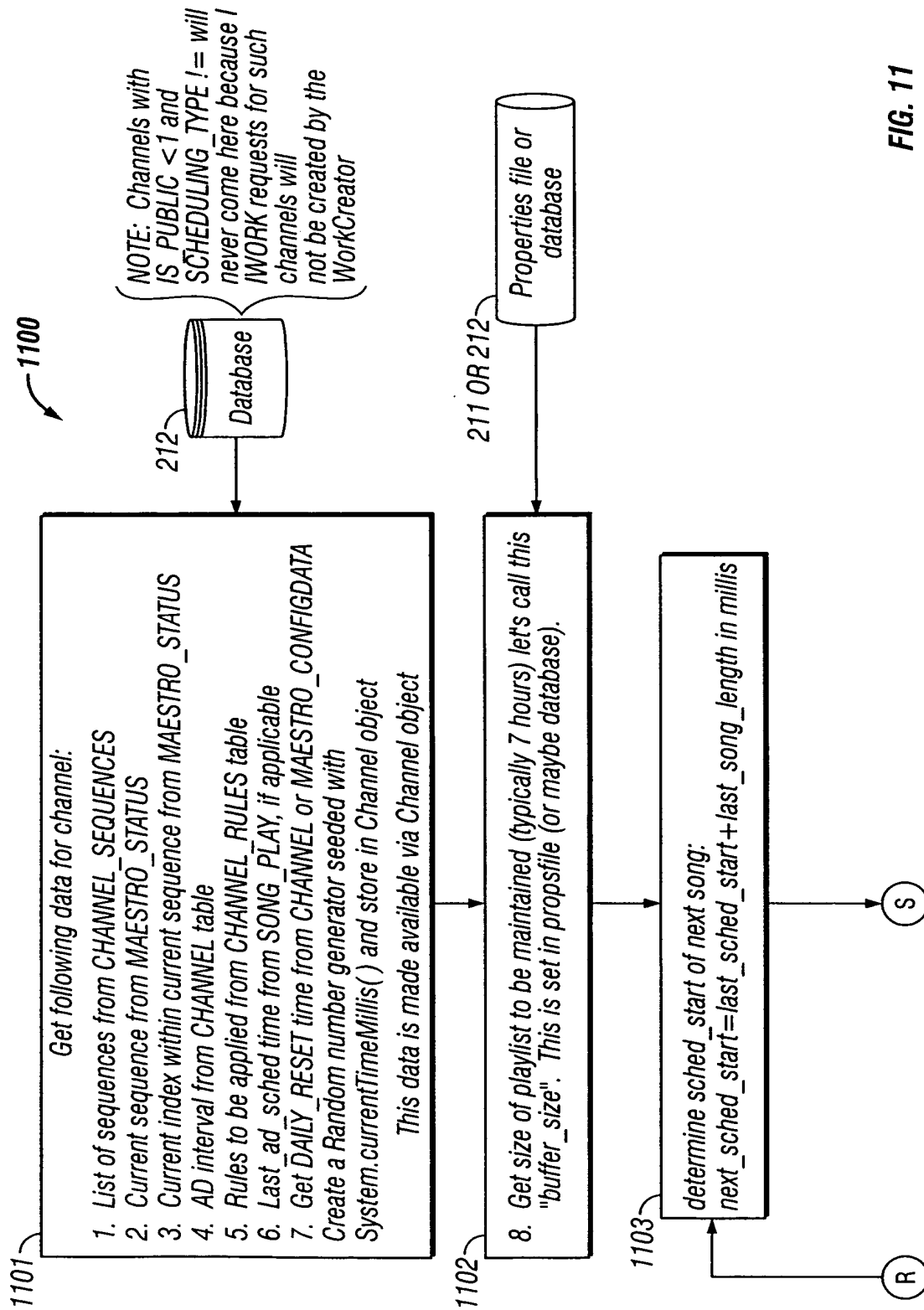
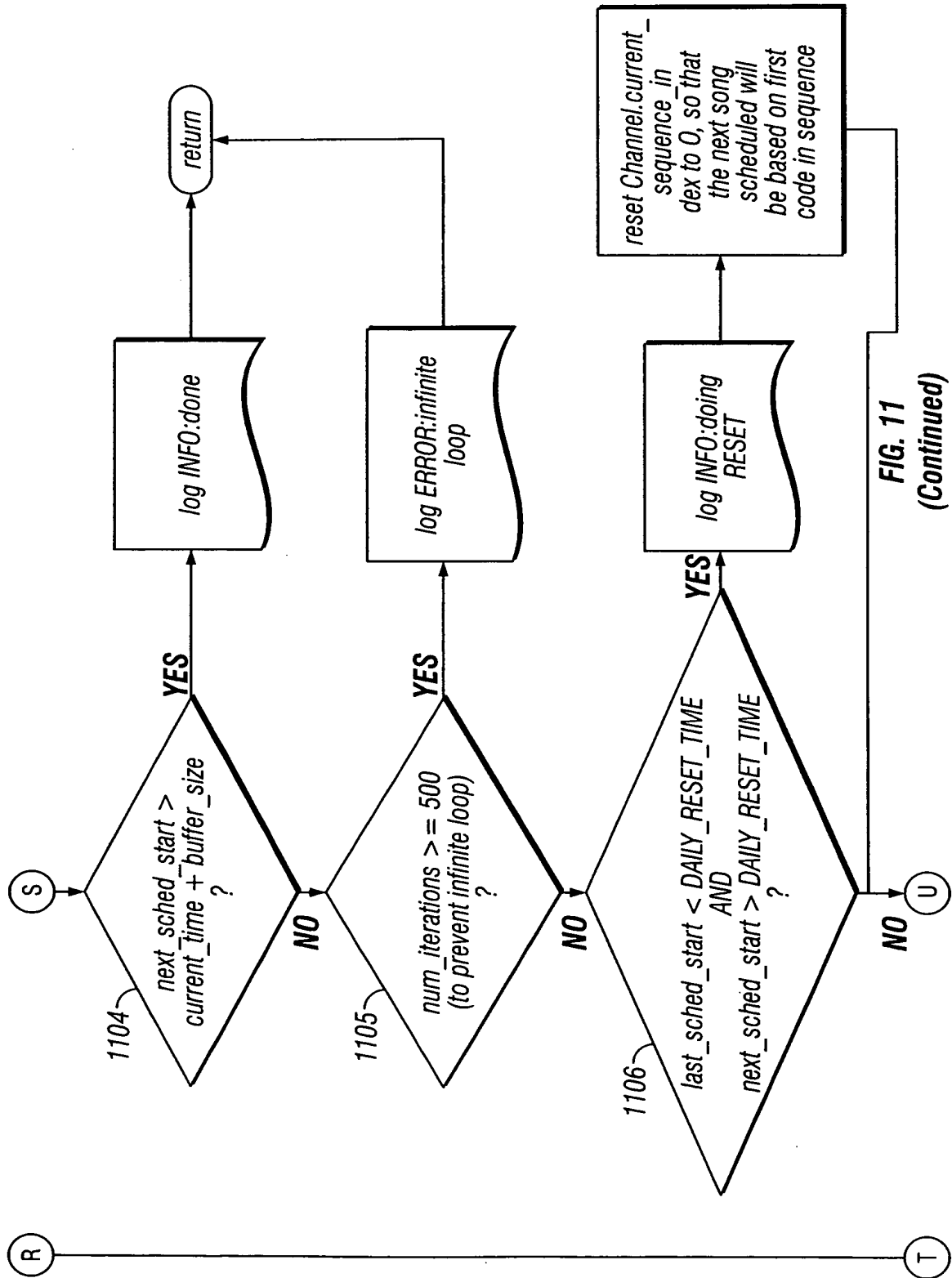
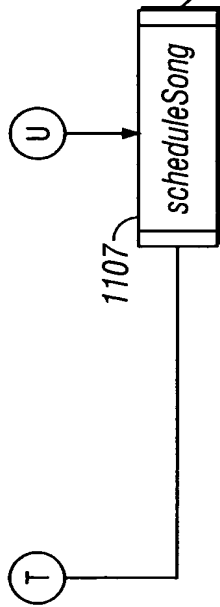


FIG. 11

FIG. 11  
(Continued)



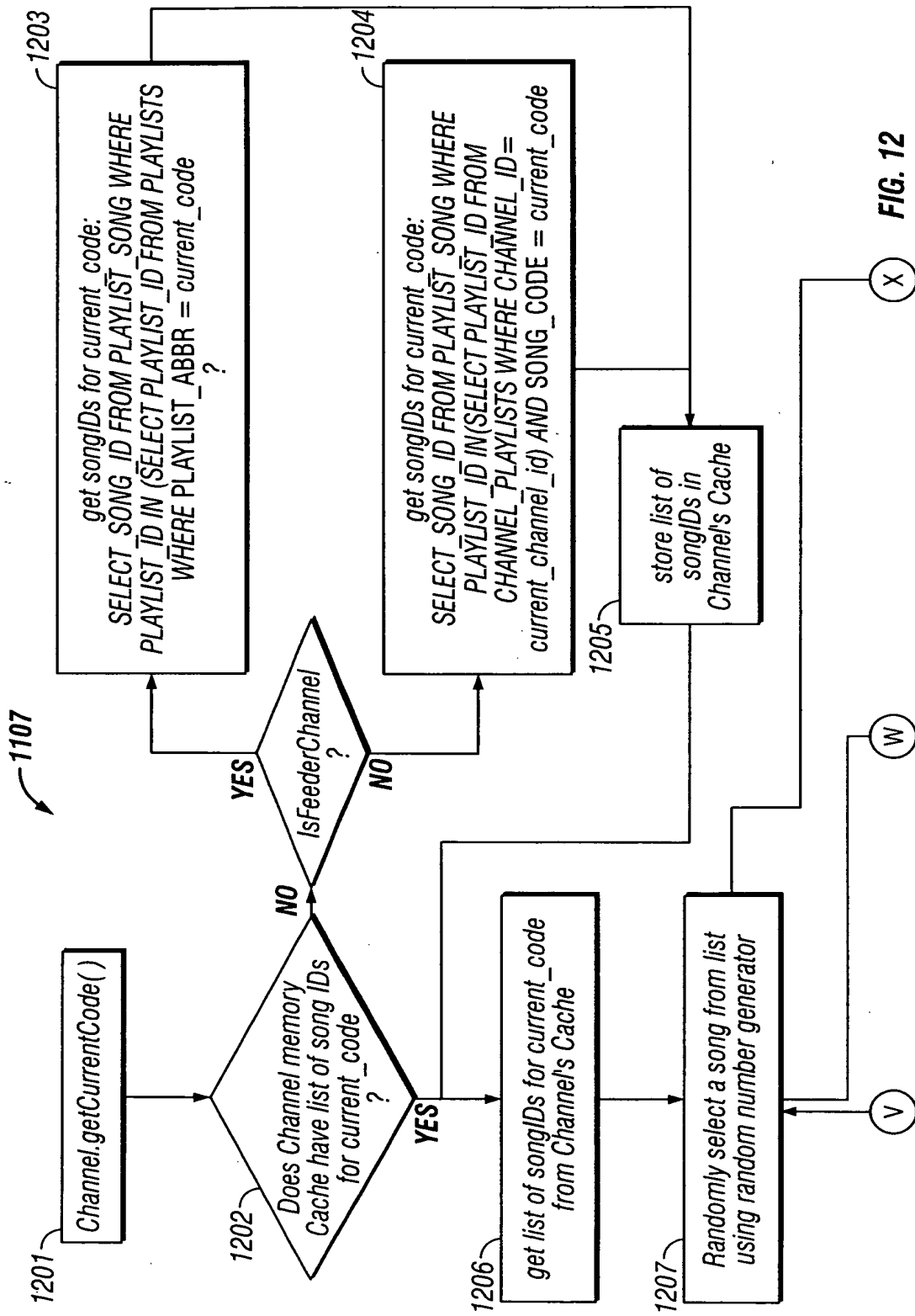
In "toy" mode, we can pass a Playlist object to scheduleSong and scheduleAD.  
 The playlist object acts as a flag indicating that this is a "toy" mode.  
 The Playlist object can be passed all the way to the Rule objects to indicate to the Rule objects whether to go to Database for historical playlist or use passed-in Playlist for the same.

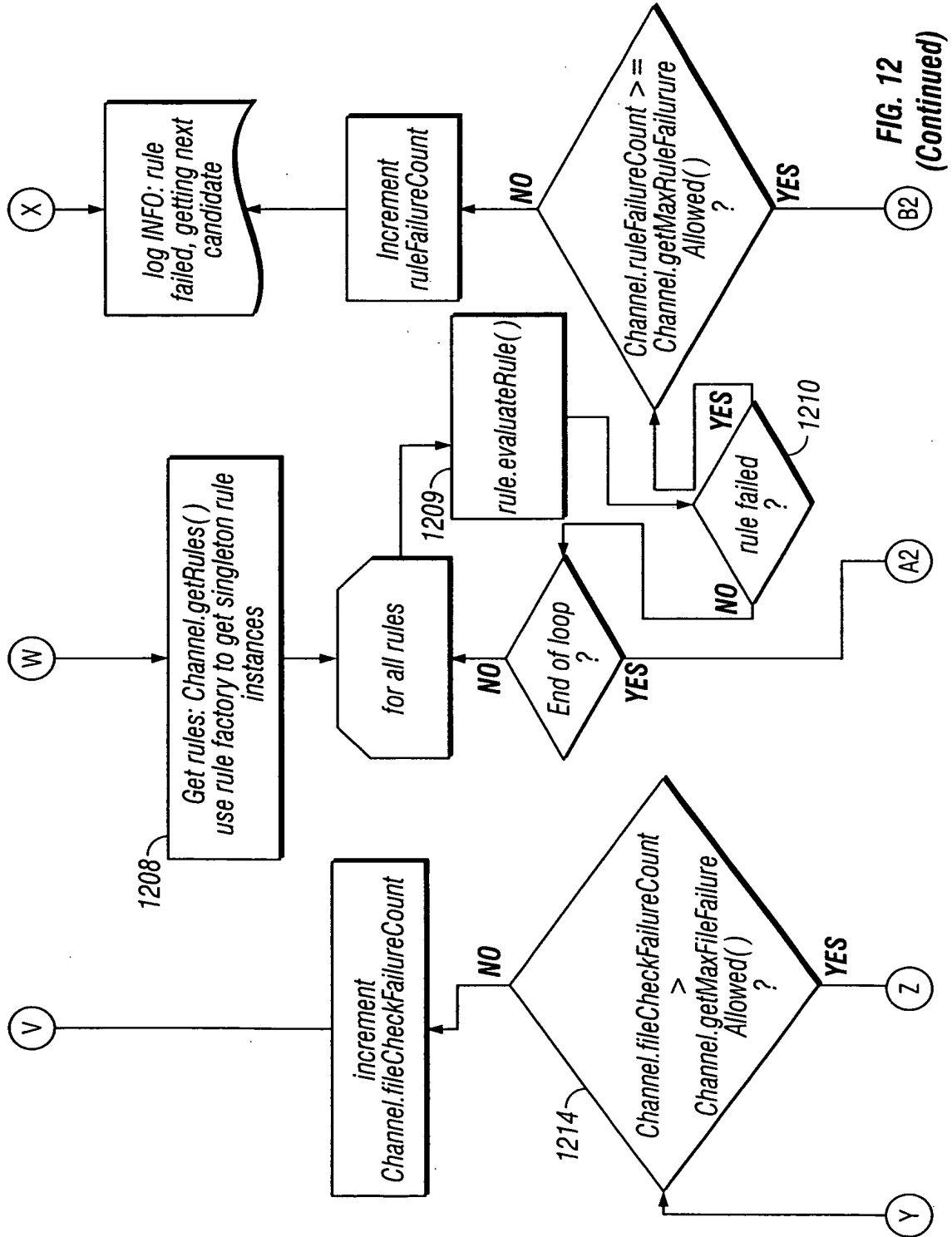
Note on AD Scheduling:  
 for version 1.0 of Maestro, AD scheduling will be done by a separate thread in the system, not the SongScheduler.  
 When we integrate with LightingCast, AD scheduling will be done as part of the SongScheduling logic.

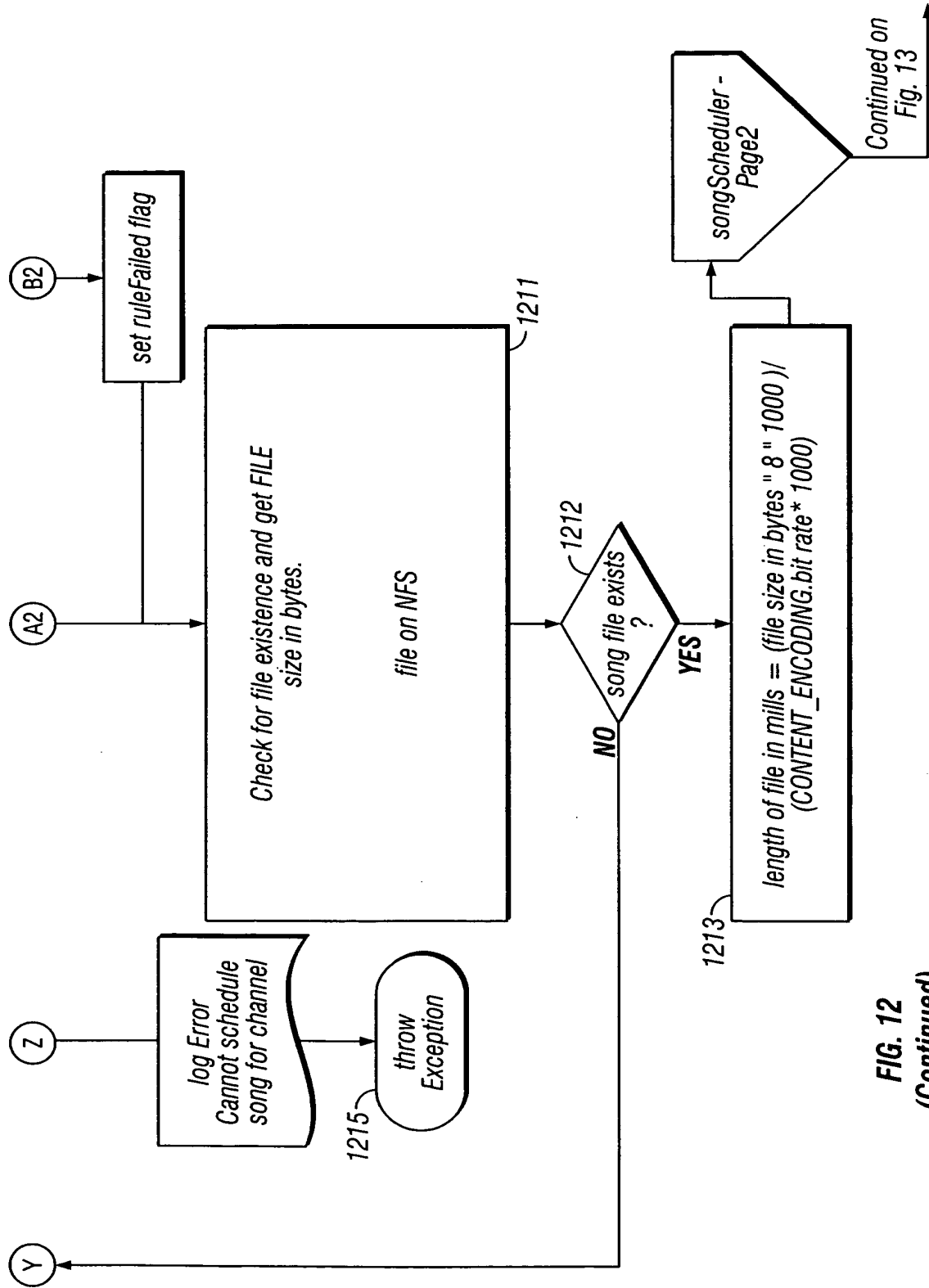
**LEGEND:**

ADs will be scheduled using CDPIA for clipbased channels in v1.0 of Maestro

**FIG. 11**  
 (Continued)



FIG. 12  
(Continued)



**FIG. 12**  
(Continued)

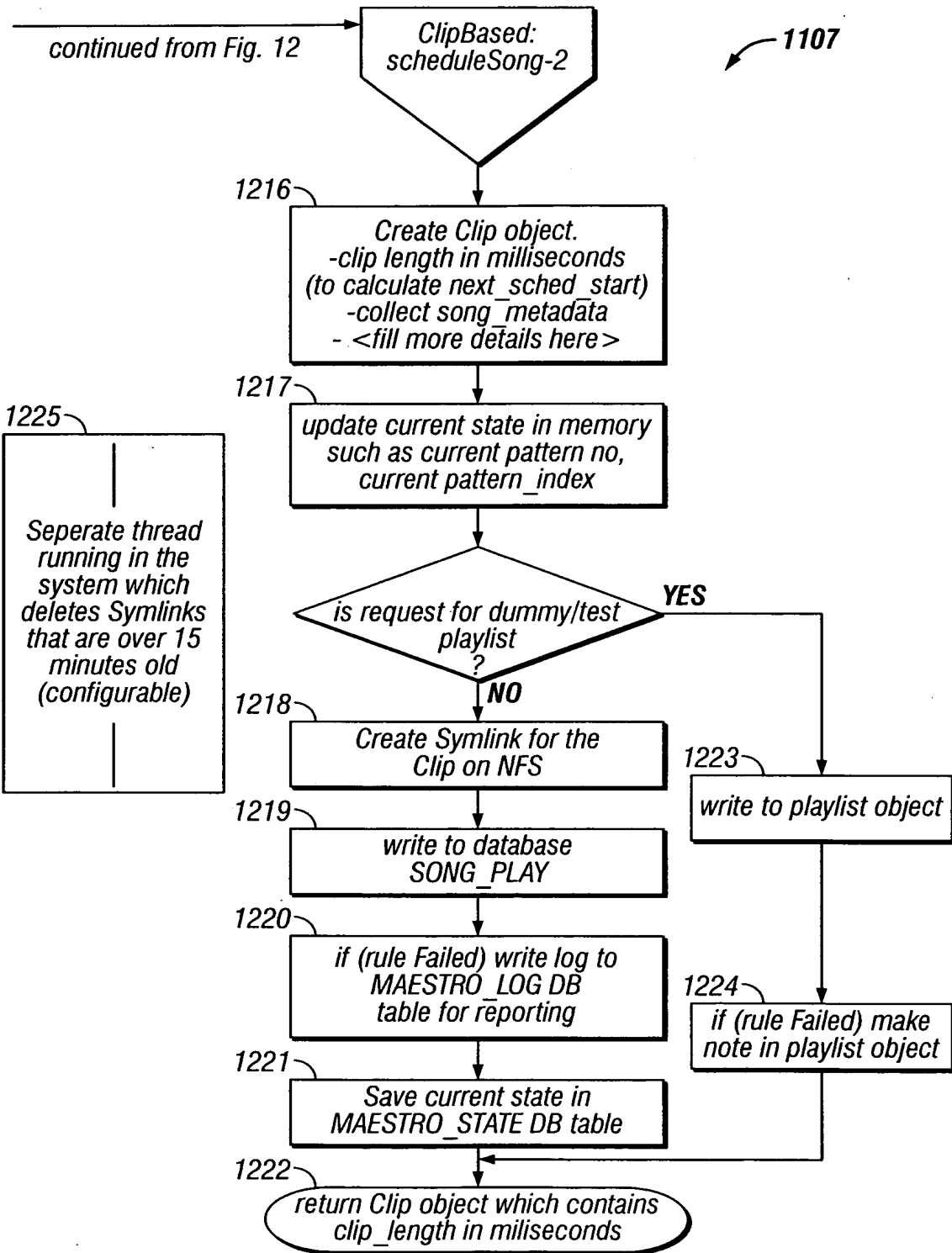


FIG. 13

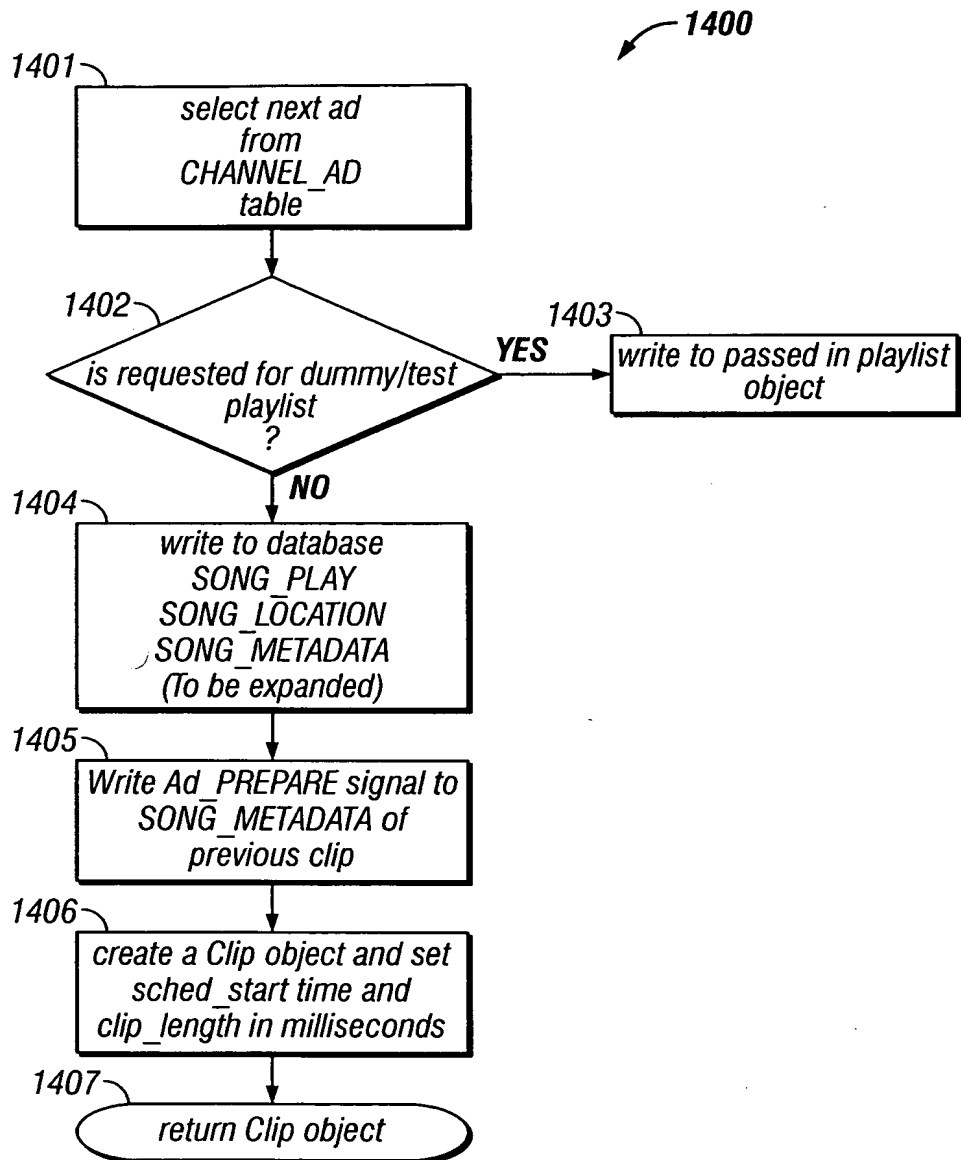


FIG. 14



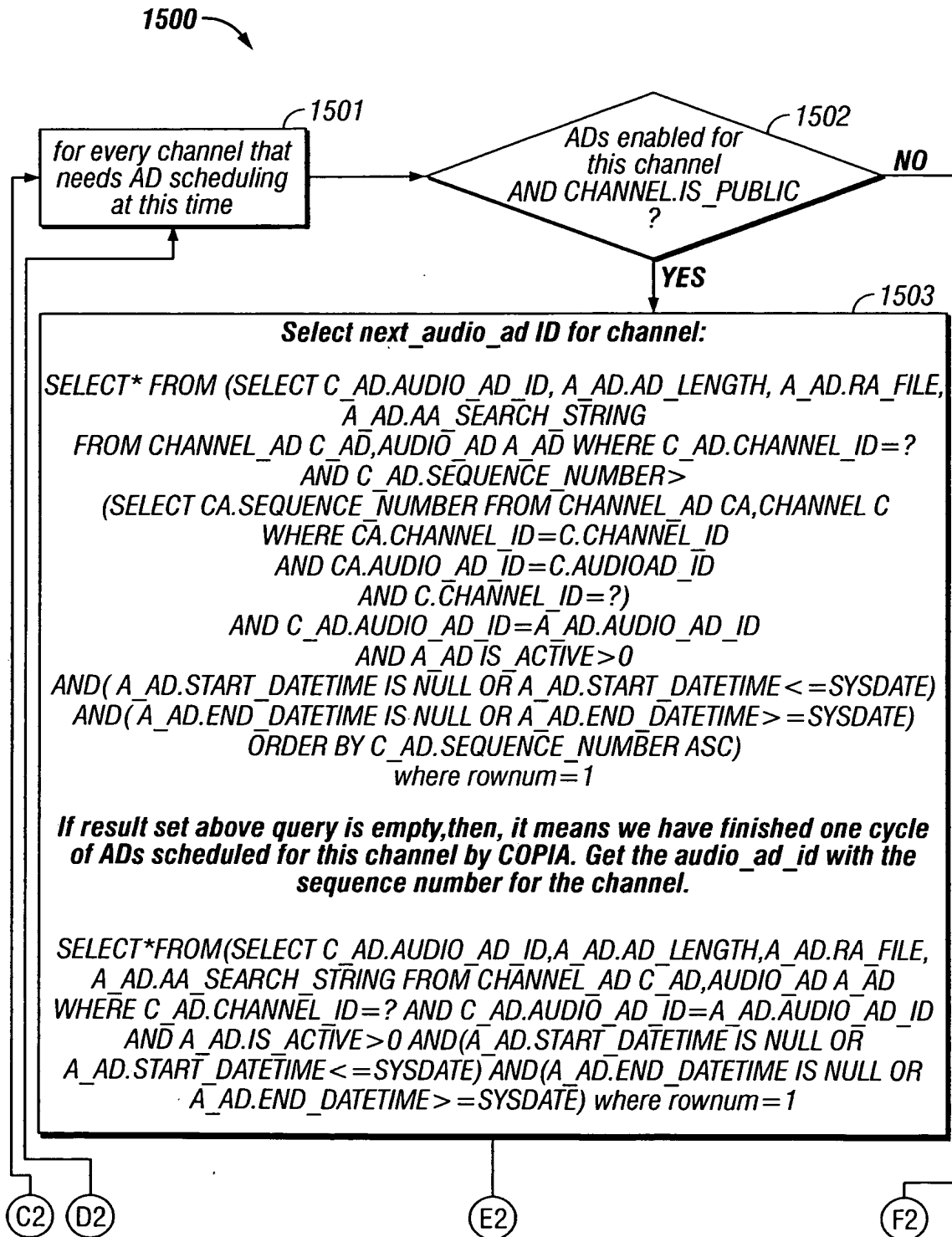
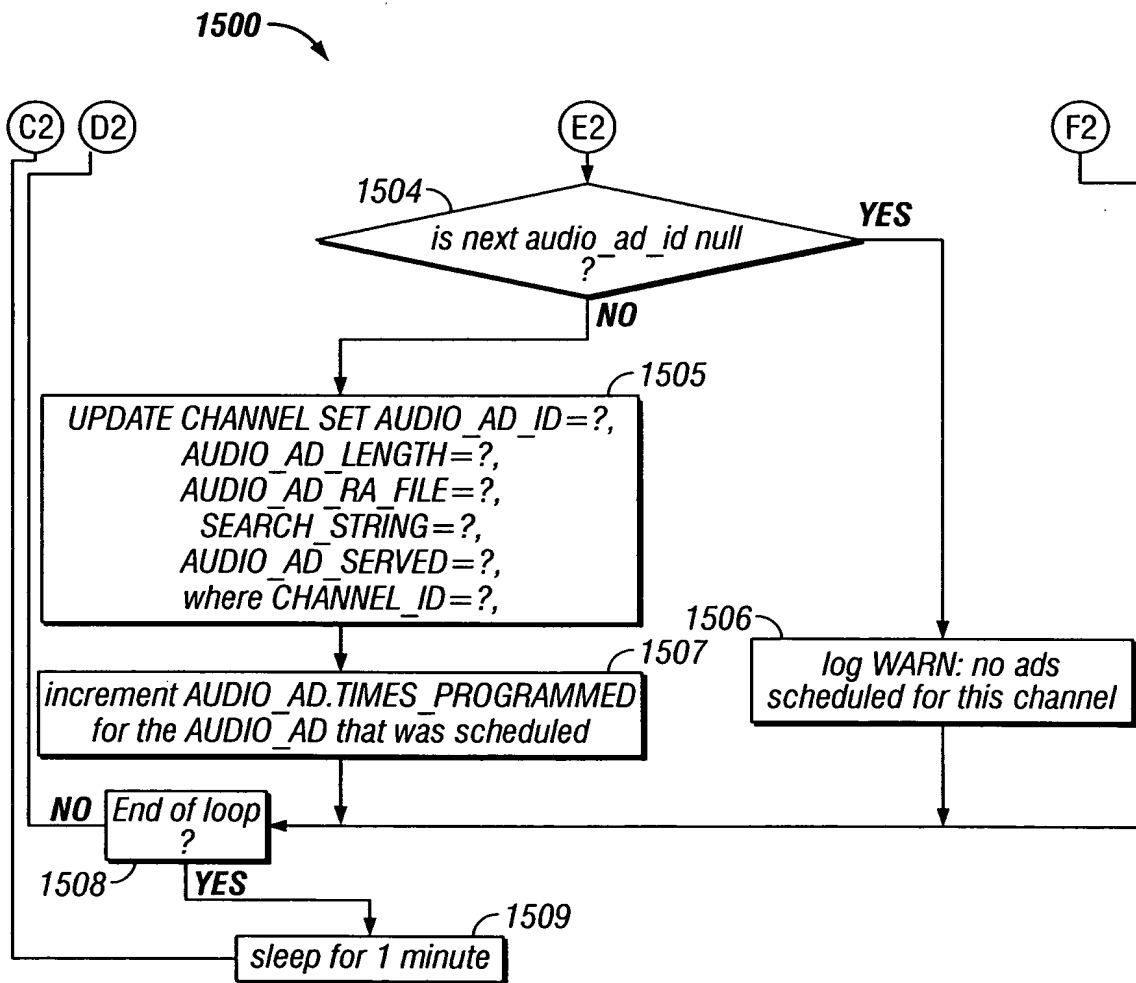


FIG. 15



**FIG. 15**  
(Continued)

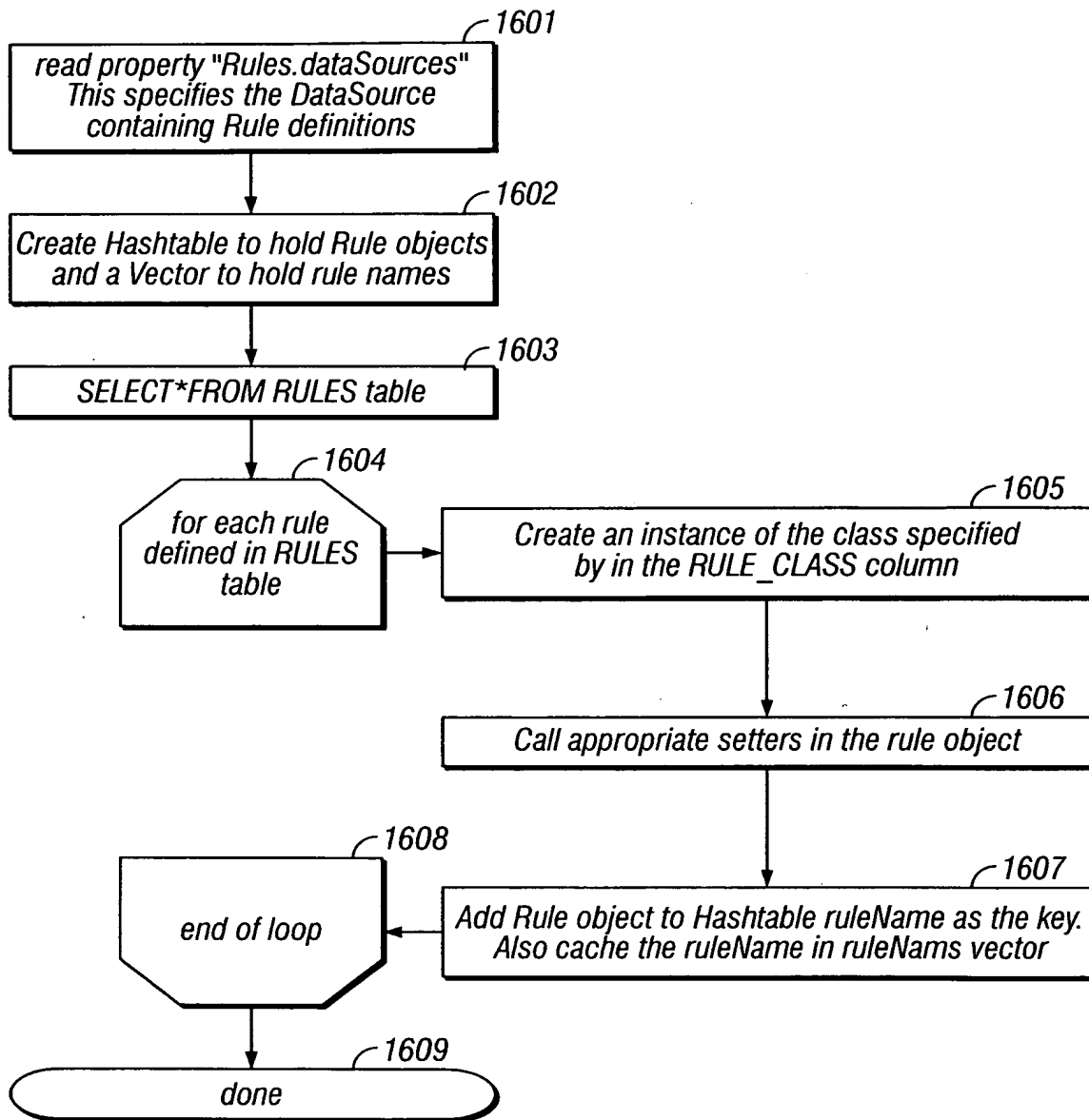
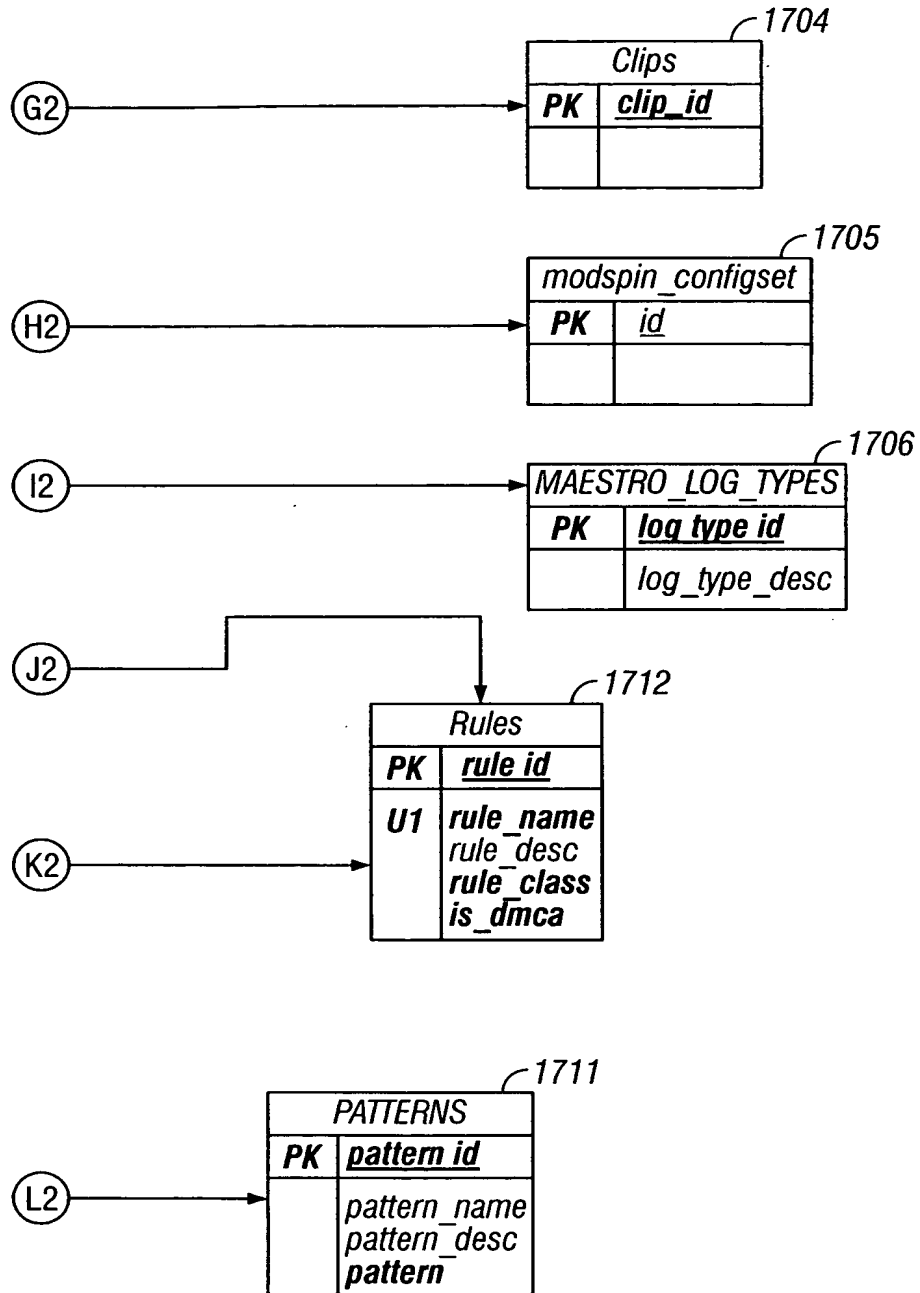


FIG. 16





**FIG. 17**  
(Continued)